

Introduction to Game Design LiveLessons Materials

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Colleen Macklin and John Sharp

To make the most of your game design process, we have created a series of materials that should come in handy. Below is a quick explanation for each.

Brainstorming Exercises

Useful in the Conceptualization phase of your project. Included: brainstorming rules, preparation, conceptual brainstorm exercise, design values brainstorm exercise, noun / verb / adjective brainstorm exercise, brainstorming pointers

Design Values Checklist

Also useful in the Conceptualization phase of your project, use this checklist to think through the form your game will take, from platform to player point of view and more.

Design Values Spreadsheet

A worksheet to accompany the Design Values Checklist, provides a spreadsheet for filling out the design values for your game and for use with the design values brainstorm.

Games Discussed

A list of all the games discussed in the series, including web links where applicable.

Glossary

Definitions for all of the terms in this Livelessons series.

The Iterative Game Design Process in Detail

A closer look at the iterative process, including types of prototypes and playtests.

Ping! game files in Processing (ping_v7.zip)

Here you will find the playable game files for Ping!, the game developed for this series, as well as the code files in Processing.

Playtest Report

A worksheet to use while playtesting your game; for use during the Playtesting phase of your project.

Playtest Results Spreadsheet

A spreadsheet to save the results from each of your playtests.

Sample Task List

Useful in the Production phase of the project, to keep track of tasks and responsibilities.